

**IN THE CLAIMS:**

The text of all pending claims, (including withdrawn claims) is set forth below. The claims are listed below for the convenience of the examiner. No changes have been made. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

Claims 1-15 (cancelled).

16. (previously presented) A method for mapping control characters included as elements of a hypertext markup language, comprising:

reading first data;

determining whether predetermined control characters are included in the first data;

dynamically determining a parameter based on resources of at least one of a computer performing the mapping and a communication connection between a mobile computer and a data server; and

mapping the first data onto second data according to the parameter, based on the predetermined control characters.

17. (previously presented) The method as claimed in claim 16, wherein the second data represent the empty set.

18. (previously presented) The method as claimed in claim 16, wherein the parameter characterizes underlying hardware.

19. (previously presented) The method as claimed in claim 16, wherein the control characters are hypertext markup language tags.

20. (previously presented) The method as claimed claim 16, wherein the data server and the mobile computer are connected via a network.

21. (previously presented) The method as claimed in claim 20, wherein the network is the Internet.

22. (previously presented) The method as claimed in claim 16, wherein said mapping is performed for a subset of all possible control characters.

23. (previously presented) The method as claimed in claim 16, wherein said mapping includes at least one of:

identically mapping each control character belonging to a predetermined set of known control characters;

transparently mapping unknown control characters;

mapping an unknown control character into a known control character;

erasing an unknown control character; and

transparently displaying an alternative text entry for an unknown control character.

24. (previously presented) The method as claimed in claim 16, further comprising determining a degree of scaling for detailing of said mapping, based on the parameter.

25. (previously presented) A computer readable medium storing at least one computer program to control a computer to perform a method for mapping control characters included as elements of a hypertext markup language, comprising:

reading first data;

determining whether predetermined control characters are included in the first data;

dynamically determining a parameter based on resources of at least one of a computer performing the mapping and a communication connection between a mobile computer and a data server; and

mapping the first data onto second data according to the parameter, based on the predetermined control characters.

26. (previously presented) The computer readable medium as claimed in claim 25, wherein the second data represent the empty set.

27. (previously presented) The computer readable medium as claimed in claim 25, wherein the parameter characterizes underlying hardware.

28. (previously presented) The computer readable medium as claimed in claim 25, wherein the control characters are hypertext markup language tags.

29. (previously presented) The computer readable medium as claimed claim 25, wherein the data server and the mobile computer are connected via a network.

30. (previously presented) The computer readable medium as claimed in claim 29, wherein the network is the Internet.

31. (previously presented) The computer readable medium as claimed in claim 25, wherein said mapping is performed for a subset of all possible control characters.

32. (previously presented) The computer readable medium as claimed in claim 25, wherein said mapping includes at least one of:

identically mapping each control character belonging to a predetermined set of known control characters;

transparently mapping unknown control characters;

mapping an unknown control character into a known control character;

erasing an unknown control character; and

transparently displaying an alternative text entry for an unknown control character.

33. (previously presented) The computer readable medium as claimed in claim 25, further comprising determining a degree of scaling for detailing of said mapping, based on the parameter.

34. (previously presented) A system for mapping control characters included as elements of a hypertext markup language, comprising:

means for reading first data;

means for determining whether predetermined control characters are included in the first data;

means for dynamically determining a parameter based on resources of at least one of a computer performing the mapping and a communication connection between a mobile computer and a data server; and

means for mapping the first data onto second data according to the parameter, based on the predetermined control characters.

35. (previously presented) A system for mapping control characters included as elements of a hypertext markup language, comprising:

- a user device to output data to a user;
- a communication link coupled to said user device; and
- a computer system, coupled to said user device via said communication link, to read first data, to determine whether predefined control characters are included in the first data based on at least one parameter related to resources of at least one of said user device and said communication link, and to map the first data, including the predefined control characters, onto second data according to the parameter.

36. (previously presented) A system according to claim 35, wherein said user device is a mobile computer and the second data contains no characters for at least one of the predefined control characters in the first data.

37. (previously presented) A system according to claim 35, wherein said computer system includes a server computer coupled to a global computer network and the predefined control characters include hypertext markup language tags.

38. (previously presented) A system according to claim 37, wherein the at least one parameter characterizes capabilities of said user device and said server computer maps the predefined control characters into a reduced subset of control characters.

39. (previously presented) A system according to claim 38, wherein said server maps a first set of the predefined control characters without any change, and maps unknown control characters in one of the following ways: without any change, into known control characters, into a text message, and by erasing the unknown control characters and associated content.